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ABSTRACT

A description is given of the Junior High "Brain Bowl", an academic competition based upon the television format used in the "College Bowl". Two teams of six players each are asked questions by a moderator. The first team to answer correctly wins two points. Incorrect answers result in a loss of a point. The game is played over a period of three to four months during which each team plays every other team in its division. A guide is presented on the elements of the game and includes descriptions of: (1) coordination and funding; (2) history of the game; (3) the information network responsible for coordinating the game; (4) sample questions; (5) game strategy; (6) selection of team members; (7) how the games are organized and conducted; (8) rules of play; (9) the role of the moderator; (10) directions for timekeepers; and (11) awards and rewards. Similar information is also provided for the Southern Oregon Senior High School "Brain Bowl" in an appendix of 11 pages. (JD)

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SOUTHERN OREGON JUNIOR AND SENIOR BRAIN BOWLS

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SOUTHERN OREGON

JUNIOR and SENIOR BRAIN BOWLS

A H A N D B O O K

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TABLE OF CONTENTS

I. JUNIOR HIGH SCHOOL BRAIN BOWL

GOALS AND OBJECTIVES 1

GENERAL DESCRIPTION - OVERVIEW 2

COORDINATION AND FUNDING 3

HISTORY 4

INFORMATION NETWORK 5

QUESTION - CATEGORIES - SAMPLE QUESTIONS 6

STRATEGY OF PLAY 8

SELECTION OF TEAM MEMBERS 9

HOW GAMES ARE CONDUCTED 10

AWARDS AND REWARDS 19

APPENDIX A 20

II. SENIOR HIGH SCHOOL BRAIN BOWL

HISTORY 21

OBJECTIVES 22

GENERAL DESCRIPTION 23

SELECTION OF TEAM MEMBERS 24

ESTABLISHING A "BANK" OF QUESTIONS 25

ROLE OF THE COORDINATOR 26

PROCEDURAL GUIDELINES FOR COMPETITION

MATCHES 27

MODERATORS 29

AWARDS 30

MAILING LIST OF PARTICIPATING SCHOOLS 31

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S O U T H E R N O R E G O N

J U N I O R H I G H S C H O O L

B R A I N B O W L

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PURPOSE AND GOALS

The Junior High Brain Bowl provides another dimension to the education of bright kids who enjoy using their knowledge and quick recall competitively in a framework of team cooperation and strategy. The Brain Bowl competitors experience the fun and satisfaction that comes from knowing about the world we live in and how its creatures function. Academic competitions like the Brain Bowl give further credence to our mission of educating youngsters in wide-ranging areas of knowledge. We adhere to a belief that learning is fun, that knowledge and understanding enrich and enhance our lives.

We applaud the creative ways Brain Bowl has expanded into ongoing programs in some schools to include many students who are interested in Brain Bowl competition. Approximately 12 students are team members in 12 junior high schools in Jackson County. Public and private schools participate, and all schools compete in one of two divisions based on the enrollment in their seventh and eighth grades. Six or seven teams comprise each division.

The competitive format enhances a number of desirable attributes in the students such as composure under pressure, self-confidence, cooperation, intent listening and precision in responding. We believe these are valuable qualities for students to develop.

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DESCRIPTION OF THE BRAIN BOWL

The format for the Junior High Brain Bowl is very much like that of the "College Bowl" T.V. show some years ago. Two teams of six players each are asked questions by a moderator. The first team to answer correctly wins points. Incorrect answers result in a loss of points. Each team member has an electric button which can be pushed to indicate readiness to respond to the question. Pushing the button triggers a light and an audible signal so the moderators know which team responded first. The team members have a few seconds to consult with each other before giving their answer which is usually given by the team captain. If the answer is incorrect, the other team has an opportunity to answer the question. A match victory goes to the team that wins two of three games. Each game consists of 35 questions.

During the three to four month season, each team plays every other team in its division. Each school plays every other week. A schedule of the competitions is prepared by the county coordinator, however, the schedule indicates only the week the match is to be played, the location, and the competitors. The team coaches arrange for the exact date and time during the week when the match is to be played. (see appendix A).

The team with the best win-loss record at the end of the season is the Division Champion. If there is a tie for first place, a special match is held to determine the championship. A trophy is presented to each division winner.

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COORDINATION AND FUNDING

The Junior High Brain Bowl has received financial support from Southern Oregon Research and Development Committee (SORD) which pays an annual stipend to the county coordinator and provided for construction of the electronic "buzzer boxes" that are used in the games. In addition, participating schools contribute $10 each season to help cover the cost of supplies, trophies, and other nominal operating costs.

The county coordinator is responsible for:

1. Contacting building principals to verify their school's participation.

2. Setting up a pre-season meeting of coaches to discuss rules and procedures.

3. Preparing the season schedule for the two divisions.

4. Preparing the coach's manual of rules and procedures. This includes guidelines for moderators and timekeepers, scoring procedures, equipment check-list for matches, and rules of the competition.

5. Preparing questions for the matches. These are derived from many sources such as commercial games, quiz books, teachers, reference books, etc.

6. Distributing pertinent information throughout the season to all coaches.

7. Delivering buzzer boxes and questions to the host school for the matches. Courier service is used for this, also.

8. Moderating matches on some occasions.

9. Serving as resource person for coaches.

10. Presenting information to interested groups about the Brain Bowl and its operation.

Coaches are selected by the principal at the building level. Schools have one or two coaches. Some schools include coaches on their extra-comp schedules, but most coaches serve on a voluntary basis. Some coaches include Brain Bowl as part of their responsibility as coordinator of their school's TAG program. All have enjoyed excellent support from the principals and teachers in their buildings.

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HISTORY

The Junior High Brain Bowl started more recently than the High School Brain Bowl in Jackson County. While Josephine County schools competed at the junior high level several years earlier, organizational work in Jackson County started in the spring of 1983, with the first matches conducted in 1983-84 school year. In that first year's competition, Hanby Junior High of Gold Hill was the Division B champion and Hedrick Junior High of Medford was the champion of the Division A schools.

In 1984-85, Hanby again claimed the Division B crown. Talent Junior High completed an undefeated season to become the Division A champion.

Schools in each division include the following:

Division A (more than 400 students in participating grades)	Division B (fewer than 400 students)
Ashland	Applegate
Eagle Point	Butte Falls
Hedrick (Medford)	Grace Christian (Medford)
McLoughlin (Medford)	Hanby (Gold Hill)
Scenic (Central Point)	Prospect
Talent	Sacred Heart (Medford)
	Shady Cove

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INFORMATION NETWORK

A roster of all schools, coaches and phone numbers is included in the information packet coaches receive each season.

The county coordinator is the primary disseminator of information for Brain Bowl. The coordinator makes the pre-season contacts with schools, sets up the coaches' meetings and sends memos and materials to coaches during the season. Most written materials are delivered by the ESD courier service. Phone calls are regularly used by coaches to set up meeting times and dates for matches. At the end of the season the coaches meet to socialize and discuss proposed changes and future plans.

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THE QUESTIONS

The preparation of questions is a key ingredient to the success of the Brain Bowl. It is impossible to develop too many questions. Questions must be precise and accurate. They must be of reasonable difficulty. They must sample broadly from the six categories used in the competition which are: the arts, general (sports, current events, entertainment), language Arts (grammar, literature, spelling), math, science, and social studies.

Sample questions from each category:

Arts:

1. What artist-sculptor created the white marble statue of David?

   Answer: Michelangelo

2. In what country would one be able to watch Kabuki Theater?

   Answer: Japan

General:

1. What mineral was often used as insulation but is now considered a carcinogen?

   Answer: asbestos

2. What best selling toy in 1981 was named after its Hungarian designer?

   Answer: Rubik's Cube

Language Arts:

1. The author is Herman Melville. The ship was named the Pequod. Its captain was Ahab. Name the novel.

   Answer: Moby Dick

2. What is the antonym for transparent?

   Answer: opaque

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Math:

1. A segment of a circle is called what?

   Answer: arc

2. How many are left when a baker's dozen is subtracted from a gross?

   Answer: 131 (144-13=131)

Science:

1. What are the two main gases in the earth's atmosphere?

   Answer: oxygen and nitrogen

2. Name the tube which connects the ear to the nose.

   Answer: Eustachian tube

Social Studies:

1. What president established the Peace Corps?

   Answer: John F. Kennedy

2. Name two states in which you can find a town named Lexington.

   Answer: Kentucky and Massachusettes

The coordinator must prepare at least 700 questions for a six game season. Practice questions are the responsibility of the local coaches and may be obtained from a variety of sources.

The proliferation of trivia games of all kinds makes compilation of questions a much easier task than it might be otherwise. They also provide a valuable resource for coaches who need an ample supply of questions for team practices.

Teachers may be extremely helpful in providing practice questions. A good dictionary can be the catalyst for hundreds of appropriate questions in all subject areas.

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GAME STRATEGY

Team members and coaches quickly learn that developing a competitive strategy is essential to being successful at Brain Bowl. The strategies best suited to a given team can't be dictated in advance but some general ideas about strategy may prove helpful.

Speedy responses are essential. Given two comparable teams, the one that consistently anticipates the questions and "buzzes in" first will inevitably win. Assertiveness is a must. It is always desirable to have a team composed of "experts" in different areas. A lightning fast math student, a history buff, an accomplished musician, a budding scientist, all of whom are avid readers, will make a formidable team indeed!

Frequent team practice is essential so members are comfortable with each other and the game situation. In addition, they will frequently hit upon questions in their practices which subsequently are asked in a match. A very important habit for teams to develop is the consistent practice of consultation with each other before giving the answer. The teams have ten seconds to consult before answering in the game situation, and they should use that time. Frequently there is immediate and unanimous agreement that the proposed answer is the correct one. Many times brief discussion helps correct or clarify an answer that is not accurate.

An important concept for teams to grasp is that it's okay to be wrong. If a member errs, it is essential that the individual feels the support and not the condemnation of the others. The game continues and demands the full positive attention and contributions of all the players.

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SELECTING TEAM MEMBERS

Each school determines the method of selecting its team. Most teams consist of about twelve players, although our rules allow up to eighteen. Some schools have both seventh and eighth graders on their teams, while others limit participation to eighth graders only. The selection process may include written trivia exams, teacher nominations, try-outs, academic grades, achievement test results, challenges and eliminations. It may be somewhat easier to identify the most knowledgeable students in small schools than in large schools where many students are potential canditdates. Regardless of school size some students emerge as "superstars," and they are not necessarily those who take home the best report cards.

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THE GAMES -- HOW THEY ARE ORGANIZED AND CONDUCTED

The following general guidelines were adopted for the 1984-85 season.

1. Each team may select its own name.

2. The advisors for competing teams will serve as judges at each contest in which their teams compete. The moderator shall act as the third judge.

3. The host school provides the moderator for each Brain Bowl match held at that school. The moderator must be a teacher or administrator other than the team coach.

4. A team consists of any number of players up to 18. Any 6 of the players may participate in a single game. Substitutions may be made between, but not during games.

5. Each school may select its team members by whatever method it chooses.

6. Each participating school will be asked to contribute questions to the Brain Bowl Question Bank.

7. A match shall consist of the best 2 of 3 games. Each game shall consist of 35 questions fairly evenly selected from the six categories of social studies, science, math, language, the arts, and general information.

8. The division champion will be the team that wins the most matches. If there is a tie, there will be a play-off match.

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RULES OF PLAY

1. Questions will be organized in packs of 35 for each game: 105 for a match. A few extra questions are included as alternates to be used if other questions are discarded for whatever reason.

2. Either team has 10 seconds in which to respond to a question. The 10 seconds begin with either the sound of the buzzer (if the moderator has not yet completed the question) or with the completion of the question.

3. The responding team members may consult among themselves and any member may answer. A team may decide to have the captain act as spokesperson. Only the first answer given is to be accepted by the moderator.

4. For each game or match, one member on each team shall be designated the team captain. The captain shall serve as team spokesman in case of procedural questions.

5. Scoring:

   A correct answer is worth two points. The penalty for an incorrect answer is one point.

   In the event of an incorrect answer, the other team may pass or must buzz within five seconds if members wish to answer the question. After buzzing they have ten seconds in which to answer. They may choose to pass which incurs no penalty.

   If the second team answers correctly, one point is awarded. If they answer incorrectly, there is a one point penalty.

   If the moderator has completed the question, it will not be repeated. If the first team to respond interrupted the question, the moderator will repeat the entire question at the request of the other team.

6. Pencil and paper should be provided for each contestant.

7. Any or all students may use calculators. It is an individual decision. The host school is not expected to provide calculators, but may if it chooses.

8. The results of each game and match will be recorded by one of the judges at the time of the competition. Forms will be provided for this purpose. The results will be sent to the county coordinator.

9. A team may call a maximum of one time-out, not to exceed two minutes in duration, during any one game. A time-out may be called by the team captain or the coach. Coaches may confer with their teams during the time-out.

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THE ROLE OF THE MODERATOR

The moderator's conduct of the match is critical. The performance of the moderator can make a match an exciting, harmonious and pleasant experience for all concerned. If the moderator is not impartial, not a good reader, or not familiar with the rules, the match can be a frustrating experience for everyone.

The guidelines for moderators adopted for Jackson County Junior High Brain Bowl are as follow:

1. It is essential that a new moderator have an opportunity to practice before his/her first match.

2. Rules should be reviewed quickly for the benefit of players and audience.

3. Coaches will introduce players.

4. The team captain is identified before each game. The team captain only may address the moderator on procedural questions.

5. Moderators should review all questions carefully prior to the match. Check pronunciations and wording so questions can be presented accurately and smoothly.

6. Each packet contains extra questions. They can be substituted for questions of the same category in the game packets. They are also used to replace a question which is discarded during the match for whatever reason.

7. Students may interrupt a question. If interrupted by a buzzer, stop immediately. Follow the procedural rules for answering and scoring.

8. The moderator should respond to any answer by saying only "Right" or "Wrong" or "That is correct," "That is not correct." Nothing should be said that might give the second team an unfair advantage. If an answer is nearly correct but not exact, the moderator should say, "You have one opportunity to clarify or improve your answer."

9. Judgment should be used in determining the correctness of variant answers. For instance, "Roosevelt" may or may not be specific enough. Your decision can be overridden by the vote of the other two judges. (The coaches of the competing teams).

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10. If neither team answers a question correctly, the moderator should give the correct answer for the benefit of the audience and the team members. The moderator may ask the audience for the correct answer if s/he chooses.

11. Moderators should discourage rambling answers which are too inclusive. They may interrupt such an answer and ask for the precise answer.

To reiterate, the essential elements of play and to provide a guide for conducting the match, the following summary of game procedures is usually used by the moderator in conducting a match.

1. The moderator should read the question cards and answers well in advance of the match and check on any doubtful pronunciations or possible ambiguities.

2. Directions which are provided are read by the moderator to the scorers and timekeepers.

3. At the beginning of the competition, the moderator . . .

   A. Has coaches introduce their team members.

   B. Identifies the student who will be team captain for each game.

   C. Explains briefly the following rules of competition:

a. The team which wins two out of three games wins the match.

b. The first answer given is the answer which must be accepted or rejected by the judges. (Unless the student corrects him/herself in the middle of the word.) However, if an answer is very nearly correct but not exact the moderator will give the team one opportunity to clarify or perfect the answer.

c. Judges consist of the moderator and each team's coach. Two of the three may decide an issue.

d. Teams have up to ten seconds to buzz after a question is asked.

e. Teams can buzz before the question is complete. They have ten seconds to respond after buzzing. Math computation questions may allow fifteen or twenty seconds as indicated on the question card.

f. If an answer is incorrect the other team can buzz and answer within ten seconds. If the question was interrupted by the first team the moderator may read the question a second time.

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g. Scoring:

Two points for first correct answer.

One point if team A misses and team B then answers correctly.

One point penalty for incorrect answer given by first or second team to respond or for buzzing and then failing to give an answer.

4. If no answer is given or an incorrect answer is given, provide the audience and players with the correct answer.

The timekeeper and scorer must understand their tasks before the match begins. It is helpful to use the same timekeeper each time a given school hosts the games. Experience shows that a member from each team who is not participating in a specific game can do an accurate job of scorekeeping. The following rules for scorekeeping and timekeepers are provided each school's coach.

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DIRECTIONS FOR TIMEKEEPERS

1. After the moderator has completed a question, either team has a maximum of ten seconds to buzz. If neither team buzzes by the end of ten seconds, say "time." The moderator will give the correct answer, then will proceed to the next question.

2. After a team buzzes, whether or not the moderator has completed the question, members have ten seconds in which to answer. At the end of the ten second period, say "time." The team which buzzed must give an immediate response at that time or the other team has an opportunity to answer. The second team has five seconds in which to buzz and then five seconds after they buzz in which to give its answer.

3. Some questions, usually math which involve calculations, may be allotted fifteen or twenty seconds. The moderator will announce this before asking the question.

4. Use a stop watch or sweep second hand clock or watch if possible.

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DIRECTIONS FOR SCOREKEEPERS

1. Use numbers (2, 3, 4, etc.) rather than tally marks.

2. Don't erase. Keep a running tally as the game progresses. Draw a line through the last score as the new one is posted. This procedure allows a quick re-check in case a posted score is challenged.

3. Score two points for a correct answer.

4. Subtract one point if an incorrect answer is given, whether it is the first or second attempt to answer a question.

5. Subtract one point if a team buzzes but fails to give an answer.

6. Score one point for a team which answers correctly after the other team has given an incorrect answer or has failed to answer after buzzing.

7. The judges may throw a question out if they determine it to be ambiguous. No points would be scored in this case.

8. Record the final score for each game in the match. These are placed on the report sheet and sent to the county coordinator.

It is important that all the people and materials are organized and ready to play at the designated match times. Visiting team members must frequently return to their schools at certain times for other activities. A checklist for the coach who is hosting the match is helpful in preventing delays. The checklist includes these items.

People, Equipment and Materials:

1. Scorekeeper
2. Moderator
3. Timer
4. Buzzer boxes
5. Tables and chairs
6. Podium for moderator
7. Score board, chalk, and eraser
8. Paper and pencils for team members
9. Stop watch
10. Calculators may be used. It is each team's responsibility to bring its own.
11. Packet of game questions

Reminder: Have teams switch tables between games.

A scorecard is sent to the host school with the game questions. It is that coach's responsibility to record the results and return them with the game questions to the county coordinator. Here is a sample score card:

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SCORE CARD

WINNING TEAM:_____ DATE_____

OPPONENTS:_____ WHERE PLAYED:_____

RESULTS: Game 1 Team:_____ Score_____

Team:_____ Score_____

Game 2 Team:_____ Score_____

Team:_____ Score_____

Game 3 Team:_____ Score_____

Team:_____ Score_____

NOTE: If one team wins the first two games, the match is technically over. A third game may be played for practice but the results are not counted in determining the county championship.

Please send this score card to:

Dennis Bateman
Hedrick Junior High
1501 E. Jackson
Medford, OR 917504

COMMENTS AND SUGGESTIONS:

_____

_____

_____

_____

_____

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An ongoing and extremely important aspect of the Brain Bowl matches involves organization, distribution, revision, and return of game cards. Cards are color coded, i.e., the cards in each category are printed on a different color of heavy-weight paper. Coaches are asked to help keep the cards accurate and organized. The following memo accompanies the cards which are sent out for each match:

> BRAIN BOWL COACHES:
>
> You will find questions divided into three groups: 35 questions for each game plus extras.
>
> The questions are divided as follow: 7 science, 6 language, 7 social studies, 7 general, 5 math, and 3 fine arts.
>
> Please note that each card has been numbered. As we have 8 complete sets of questions with approximately 2000 questions in each set, you can help us keep them organized by doing the following:
>
> 1. After the match is over place cards in categories, by color, with numbers running from low to high.
>
> 2. Don't mark on cards but do make comments on a separate piece of paper about any questions you want rewritten, corrected, or discarded. Refer to the card by category and number.
>
> 3. Return cards, comments, buzzer boxes and score sheet as soon as possible to the county coordinator.
>
> 4. Your suggestions, criticisms, and contributions of questions are most welcome.

Electric buzzer boxes are necessary to clearly indicate which team has responded first to a question. Boxes can be purchased but the cost can go as high as $400 per unit. A less expensive alternative is to have them built by people in the school who are skilled in electronics. Parts for each box, including twelve push buttons, can be purchased for $75 to $100.

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AWARDS AND REWARDS

The team that establishes the best win-loss record for the season in each division is the county champion and receives a large trophy. Coaches may provide each player on the team with a certificate, plaque or other memento.

Many intangible rewards are associated with participating on a Brain Bowl team. The recognition from peers, parents, and teachers is very important. Participants gain satisfaction from using their knowledge as part of a team effort. Parents get involved in a variety of ways. They attend matches, help with transportation and play trivia games with their children. Brain Bowl provides further motivation for academic excellence. Students frequently research and memorize materials they think might be asked in games.

Brain Bowl conveys a clear message -- it's okay to be smart.

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APPENDIX A

S A M P L E S C H E D U L E

JACKSON COUNTY BRAIN BOWL

SCHEDULE 1 - 1984-85

DIVISION A

WEEK	MATCHES	MATCHES	MATCHES
January 21-25	Eagle Point at Hedrick	Talent at Ashland	McLoughlin at Scenic
February 4-8	Scenic at Eagle Point	Ashland at McLoughlin	Hedrick at Talent
February 18-22	McLoughlin at Hedrick	Scenic at Ashland	Eagle Point at Talent
March 4-8	Hedrick at Ashland	McLoughlin at Eagle Point	Scenic at Talent
April 1-5	Talent at McLoughlin	Hedrick at Scenic	Ashland at Eagle Point

DIVISION B

WEEK	MATCHES	MATCHES	MATCHES
January 28-February 1	Hanby at Applegate	Prospect at Butte Falls	Sacred Heart at Shady Cove
February 11-15	Shady Cove at Prospect	Sacred Heart at Hanby	Butte Falls at Applegate
February 25-March 1	Butte Falls at Hanby	Applegate at Shady Cove	Sacred Heart at Prospect
March 11-15	Butte Falls at Sacred Heart	Applegate at Prospect	Hanby at Shady Cove
April 8-12	Prospect at Hanby	Applegate at Sacred Heart	Shady Cove at Butte Falls

Championship April 22-26 March 25-29 Spring Break

Host school is responsible for setting date and time. Notify visiting school coach and county coordinator at least one week before the match.

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GENERAL DESCRIPTION

During February of each year, on successive Wednesday afternoons, all of the participating schools meet for two rounds of competition. The school in each division (A & B) with the best win/loss record meet at the annual Southern Oregon Science and Humanities Symposium held at either SOSC or RCC, usually in early March, to determine the overall winner and recipient of the traveling Brain Bowl Trophy.

Each participating school is allowed to enter two teams comprised of six members each. Two alternates per team are allowed in case a team member cannot participate.

At the first round of competition the rules are clarified, procedures reviewed, and then selection of individual competitors is completed by drawing names from a hat, beginning Round I.

Round II is a continuation of Round I, eventually enabling all schools in each division to compete against every other school. Division winners are determined by the best win/loss record.

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ESTABLISHING A "BANK" OF QUESTIONS

In the latter part of October, contact is made with all participating school districts by the Brain Bowl Coordinator. This early contact allows schools to practice prior to the February competition. Each school is asked to submit 100 questions on 3x5 cards, and these are added to the existing questions; at present there is an excess of 3,000 cards available in the "Bank."

Care should be taken to avoid true/false questions or those questions involving interpretation or one's opinion. Accuracy of the answer should also be verified.

Questions are submitted in six areas:

Language Arts (grammar, vocabulary, literature)
Math
Science
Social Studies (history, geography, government)
The Arts (music, art, drama, dance)
General (sports, current events)

Sample Questions:

Geography:

Name the four oceans.

Answer: Arctic, Pacific, Atlantic, and Indian

Math

What number increased by 62 1/2% of itself is 169?

Answer: 104

Literature

Joseph Heller wrote a strong military satire that has become a classic. Name the novel.

Answer: Catch 22

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S O U T H E R N O R E G O N

S E N I O R H I G H S C H O O L

B R A I N B O W L

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HISTORY

The Southern Oregon Brain Bowl was conceived with submission of a successful proposal to SORD in the fall of 1977 by two teachers, Boyd Kramer of Eagle Point High School and Lowell Nicolaus of Butte Falls High School. Initially, five schools were competing, and since then, six more schools have become involved in the Annual Round Robin Tournament in February.

At present, the following schools participate in the annual competition:

Ashland Senior High School
Crater High School
Eagle Point High School
Grants Pass High School
Illinois Valley High School
Medford Senior High School
Medford Mid High School
North Valley High School
Phoenix High School
Prospect High School
St. Mary's High School

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OBJECTIVES

The Southern Oregon Brain Bowl was organized to promote academic competition on a friendly basis between participating school districts. In this context, SOBB has four objectives:

1. To identify academically competent students who might otherwise remain hidden in their school district

2. Stimulate learning in everyday learning experiences

3. Promote interest in learning as a fun process

4. Expand interpersonal and academic experiences for participating students

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SELECTION OF TEAM MEMBERS - TRAINING

Each school district has its own criteria for selecting team members, usually at the discretion of the faculty advisor. It is best to capitalize on student strengths in building a successful team by recruiting those who are well-versed in the six general categories: language arts, science, social studies, math, the arts, and general knowledge.

The selection process could involve competition between school teams, trivia games, grade point averages, try-outs and challenges, and teacher recruitment. Eventually, each school will have one (if not two) teams comprised of six members, each who complement one another in terms of academic knowledge.

Many school districts, prior to the February competitions, have an on-going regular schedule of interschool competitions, trivia contests, and games to brush up on their general knowledge and learn to function as a team. This definitely enhances their changes at the Round Robin competitions.

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ROLE OF THE COORDINATOR

The coordinator's role has a number of functions:

1. Contact all participating schools in late October, seeking input on the Round Robin competition and seeking the 100 questions per school by Christmas vacation

2. Compiling all questions into the six categories

3. Sending follow-up letters, advising schools of the dates for competition

4. Compiling question packets for all rounds of competition, while assuring that there are no duplications

5. Serving as mediator in case of a dispute

6. Coordinating both rounds of competitions in February

7. Contacting news media for coverage

8. Sending letters with the final results to participating schools

9. Serving as a liaison with Jackson Education Service District (ESD)

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PROCEDURAL GUIDELINES

FOR COMPETITION

MATCHES

1. A team consists of no more than six members, but substitutions may be made between games.

2. At every match one member of the team serves as captain. The captain may serve as spokesperson for the team.

3. The questions represent the six categories: language (vocabulary, grammar, literature), science, social studies (history, government, geography), math, the arts (music, art drama), and general (sports, current events). The questions are organized in packs and are used in the order in which they occur in the pack.

4. The team first responding to the question has ten seconds to give an answer. The ten second period begins with the sound of the responding team's buzzer (if the moderator has not completed the question) or with the end of the question, whichever comes first.

5. The answering team may consult among themselves and any member may answer, but only the first answer given will be accepted by the moderator.

6. A correct answer is worth two points.

7. The penalty for a wrong answer is one point.

8. If an incorrect answer is given, the other team has ten seconds to answer the question. One point is given for a correct answer and a one point penalty is assessed for an incorrect answer. However, the other team may choose to pass and thus incur no penalty. If the moderator has completed the question, he will not repeat it; if he has not completed it (i.e., the first team interrupted it), he will repeat the entire question upon request.

9. A match consists of the best two of three games. A game consists of 20 questions. In the event of a tie, additional tie-breaking questions (provided in each question pack) are asked, and the first team to effect a change in the score is game winner.

10. The two division winners will meet in a championship match at the Science and Humanities Symposium. Division winners of the preliminary meet will be determined on the following basis:

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a. Win/loss record is the initial determinant.

b. If two teams have identical win/loss records, the winner of the match between them is declared the divisional winner.

c. If they have not met, the team having the higher number of two-game match wins is declared the winner.

d. If both teams have the same number of two-game match wins, the team having the higher point total in those two-game matches is declared the winner.

e. If both teams have the same point total as outlined in "d", a play-off match is scheduled to decide a winner.

f. If a first-place tie involves three or more teams with identical win/loss records, the divisional winner is determined by following the above procedures, in order, beginning with "c."

NOTE: If both division winners are from the same school, the two teams to meet each other in the championship match will be one of the teams from the winning school, and the winner of a play-off between the second-place teams in each division. The play-off match should be completed by February 18. (A tie for second place is settled according to the procedure outlined to settle a tie for first place).

11. Any contingency not otherwise covered will be adjudicated by the faculty advisors of all schools participating.

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MODERATORS:

Coaches are assigned to various rooms to serve as moderators for the matches.

Each moderator should:

1. Go over the rules quickly for the benefit of players and audience. (Procedural guidelines 1 through 9).

2. Have the members of both teams introduce themselves.

3. Quickly look over the questions and answers before reading aloud. Discard True/False or ambiguous questions.

4. If interrupted by a buzzer, stop immediately. (See rules 2 and 6)

5. Respond to any answer given by indicating only "right" or "wrong." Do not say anything which might indicate that a wrong answer is partially or nearly right, because such information may be used by the other team in its attempt to answer the same question.

6. Use your judgment in determining the correctness of variant answers. "Roosevelt" may or may not be specific enough, for example.

7. In the event of a challenge to an answer, you will have to be the final arbiter. You may wish to consult with other coaches, but keep the game going; do not act on the question until after the game is over.

8. Please record the results of all matches at which you serve as moderator. After each match, fill out the match form and the results (with exact scores) on the scoreboard.

9. If you are moderating a match in a room which does not have an electronic response box, have the participants slap their desks to signify ability to answer the question. Solicit the help of someone else in the room to help determine who slapped first. In case of simultaneous slaps, just go on to the next question. If the teams are so equal (and so fast) that virtually all questions evoke simultaneous slaps, abandon the toss-up procedure and ask questions alternately of the teams. Should you do so, go to a five second time limit.

10. Advisors should take turns serving as moderators with the advisor who is not moderating (in those rooms in which there are two advisors), serving as timer, scorekeeper, and adjudicator.

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AWARDS

At the conclusion of Round I and II in the Round Robin competition, the school in each division (A & B) with the best win/loss record will meet in the final competition at the Science and Humanities Symposium (held alternating years at Rogue Community College and Southern Oregon State College). The winner of that match-up will receive the Brain Bowl Traveling Trophy to keep until next year's competition.

There is no other tangible award for individual schools, just the fun of academic competition, recognition from peers and parents, and working together as a team.

Perhaps the greatest benefit in a school setting that tends to acknowledge athletic prowess and performance, is that it is fine to be an academic athlete, too.

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